

# STARDQUEST



Radio Shack

TRS-80

COMPUTER  
PRODUCTS

CAT. NO.  
26-1920

FOR TRS-80® MODELS I, III OR 4 16K REQUIRED



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# Starquest

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# Introduction

It is 2439 A.D. Man has established several colonies in the galaxy but most of the planets remain to be explored. It is your job to explore the planets for relics or unusual findings to be preserved before future colonization destroys them.

In the Betelgeuse sector is a radioactive world believed to have been inhabited by a now extinct alien race. According to theory, the warlike aliens destroyed themselves thousands of years earlier with their own deadly weapons. The rumors are apparently true. Flying over the surface of the planet in your starship, you see the remains of an advanced alien civilization. Upon finding the opening to an underground passageway, you begin to explore below the surface of the planet.

As soon as you enter the maze-like tunnels, you find that the aliens are not extinct! After fierce wars changed the surface, the aliens rebuilt their civilization deep within the planet. You have stumbled upon a hidden warbase! It is obviously one of many posing a threat to mankind. Before you can escape to warn Earth of the danger, the aliens discover you and seal off the passage to the outside—your only apparent means of escape.

You begin the quest with three starships. The aliens send many different vessels to try to destroy you. The points you earn from destroying the aliens help you to get bonus starships.

The aliens have hidden a valuable translocator in the warbase. The translocator becomes visible when you destroy all the alien ships guarding it. The translocator, when stolen, transports you to a new alien warbase where you can continue to earn points by destroying the alien vessels. The game ends when all of your ships are destroyed.

## **Required Equipment**

### **Model I**

- A Radio Shack® 16K Level II TRS-80® Microcomputer
- A Cassette Recorder such as the CCR-81 Cassette Recorder and connecting cable

### **Model III**

- A Radio Shack 16K TRS-80 Model III Microcomputer
- A Cassette Recorder such as the CCR-81 Cassette Recorder and connecting cable

## **Optional Equipment**

- The Radio Shack Mini Amplifier (Catalog Number 277-1008)
- Disk Drives

# Loading the Program

Review the general operational procedures for your equipment as explained in your TRS-80 Owner's Manual, Computer Cassette Recorder Manual, and Important Information for Cassette Users sheet before loading the program.

Note: If you are using at least a 32K system with a disk drive, instructions are provided at the end of this section for copying Starquest to a diskette. To use Starquest as a cassette program, hold down **BREAK** while turning on the system.

Be sure that the Starquest tape (500 Baud side for the Model I or 1500 Baud side for the Model III) is fully rewound. Set the volume between 4 and 6 and press the PLAY button.

Turn on the system.

The screen will show: You type:

CASS? (Model III Only)  
MEMORY SIZE?  
READY

[H]  
[ENTER]

The program begins to load. When it is done, the screen shows another \*?\_. Type **/** **ENTER**. The game begins.

To hear the sound effects, plug the large gray plug from your recorder into Radio Shack's Mini Amplifier and turn on the Amplifier.

# Game Objectives

You earn points by destroying the alien vessels. For each 10,000 points you earn, you are awarded a bonus starship. You should try to steal the hidden translocator to move to another warbase. Each successive warbase has more aliens with higher point values. Naturally, the game becomes more difficult as you move to higher warbases.

Reveal the translocator by shooting the ships guarding it. On the left side of the screen is a message that indicates which ships you must destroy. For example, the following message displayed at warbase A:

Guarded by  
5 Fighters

indicates that you must shoot the five Fighters to reveal the translocator. Other ships may be on the warbase also.

There are five devices that the aliens use to try to destroy you. Fighters shoot at your ship to destroy it. They can shoot in ANY direction. Chasers try to ram your ship.

Annihilators try to shoot your ship. They can fire in only four directions (up, down, left, and right), but their shots move very fast. Note that Annihilators can move through any walls. Annihilators also drop the Mine Canisters in the warbase.

Mine Canisters are similar to timed bombs. When the middle band turns white, the Canister explodes destroying the entire warbase and you along with it. When the warbase is destroyed, you lose all your bonuses and your ship is transported to the next base. Mine Canisters can shoot at your ship when you approach them.

Vexers try to ram your ship. The more time you spend on a base, the quicker they attack. Vexers can move through walls and can create a stasis field that slows the movement of your ship.

# Summary of Commands

Before you start the game, you can press:

- 1** – to view the title page
- 2** – to display the enemy ships
- 3** – to see the high scores
- 4** – to use the space bar as hyperdrive
- 5** – to use the space bar to fire
- CLEAR** – to turn off the title page sound effect
- S** – to turn on the title page sound effect
- ENTER** – to start the game

Screens 1, 2, and 3 are displayed alternately until you press **ENTER**.

**Note:** If you do not press **4** or **5** before starting the game, the program automatically uses the space bar for hyperdrive. When you press **4** or **5**, the screen does not change, however, the space bar operates as selected when you begin playing the game.

While the game is in progress, you can press:

- F** – to freeze the action
- BREAK** – to continue the game
- ENTER** or **CLEAR** – to activate hyperdrive
- space bar – to activate hyperdrive if **5** was not pressed before beginning the game
- any number except **1** – to create an antimatter field
- any arrow – to move your ship
- SHIFT** + any arrow – to fire a shot
- space bar + any arrow – to fire a shot if **5** was pressed before beginning the game
- reset – to stop the game

(**Q** may be used in place of **↓** if you find it more convenient)

## How to Control Your Starship

To move your starship, hold down the arrow corresponding to the direction you wish to move. You may use **Q** in place of **↓** if you wish. To stop moving, release the key. You cannot move through walls or leave the screen.

At the beginning of the quest, your ship has two emergency hyperdrive units that you can use to instantly leave a precarious situation. Press **CLEAR** or **ENTER** to use the hyperdrive. Your ship reappears somewhere else on the screen.

To fire, hold down the space bar (if **5** was pressed before beginning the game) or **SHIFT** and press the arrow corresponding to the direction you wish to shoot. You can have only two shots in the air at one time.

Your ship can also create an antimatter field. The field destroys all of the maze-like walls of the warbase but does not destroy any aliens. You may need to use it to reach the translocator if it is in a location impossible to maneuver into. Press any number key except **1** to create the antimatter field. Since the antimatter field generator gets its power from the ship's hyperdrive, you lose one hyperdrive unit when the field is created.

# Scoring

You receive different point values for each alien device you destroy.

	Annihilators	– 1000 points
	Fighters	– 350 points
	Chasers	– 275 points
	Vexers	– 250 points
	Mine Canisters	– 150 points

A bonus indicator is displayed above your game score and is abbreviated BNS:. The letters that follow BNS: indicate that one or more enemy ships of that type are on the base. If all enemy ships in a bonus group are destroyed, bonus points are awarded in the following manner:

1500 points per destroyed Mine Canister (M)

1000 points per destroyed Annihilator (A)

700 points per destroyed Fighter (F)

600 points per destroyed Chaser (C)

If your ship is destroyed, you receive 25 charity points. One bonus starship is awarded for every 10,000 points scored.

You are awarded one bonus hyperdrive unit for stealing the translocator .

## Strategy Hints

Do not remain near the edge of the screen for very long. Aliens enter from the edges and may destroy your starship without warning.

While waiting for the aliens to enter the screen, find a location if possible that is protected from all four directions. Thus, aliens entering the screen firing shots do not immediately destroy you.

Do not use the antimatter field too early after entering a warbase. If an alien is in a location impossible to reach, shoot the other aliens on the warbase first.

Sometimes, moving next to the edge of the screen momentarily will coax the unreachable alien out of its location. If not, line up with the alien, create the antimatter field, and then destroy the alien immediately.

Do not shoot the last primary guarding ship until you have destroyed all aliens you plan to shoot for bonus points. The translocator becomes visible after the last primary guarding ship is destroyed. Vexers become “angry” when the translocator appears and begin attacking in large groups.

At warbase “C,” Chasers begin moving at the same speed as your starship and avoiding your line of fire by staying at an angle with your ship. To attack a Chaser at this level, maneuver your starship so that a warbase wall is in the Chaser’s path. The wall forces the Chaser to change directions allowing you to move in to destroy it.

# Copying Starquest to a Diskette

(For Advanced Users Only)

To COPY Starquest from cassette to diskette, you must have at least a 32K computer. Starquest is designed to operate in the low 16K of RAM. This is also the area where TRSDOS loads. That's why you have to prevent DOS from loading by holding down **BREAK** when loading a cassette tape into a disk system. To use the program from diskette, you must use DEBUG (plus TAPE and RELO on the Model III) to enter one or two machine language programs to first move Starquest above TRSDOS to store it and then move Starquest down to play the game.

## Model I Users

Insert a TRSDOS diskette into Drive 0. Insert the Starquest tape (500 Baud side) into the cassette recorder and press the REWIND button. Set the volume between 4 and 6 and press the PLAY button. Press the reset button on the computer. DOS READY appears on the screen. Type DEBUG **ENTER**. DOS READY reappears. Press **BREAK** to enter the DEBUG mode. The screen fills with numbers and letters. Press **S**. The screen is now less cluttered.

Type **D8010** and press the space bar once. The line you just typed told the DEBUG utility that you wanted to display (D) the portion of memory that contains the address **8010** (the second line from the top of the screen). The horizontal line of numbers to the right of **8010** must be changed.

Type **M8010** and press the space bar once. The M told DEBUG that you wanted to modify memory, starting at address **8010**. Notice vertical lines appeared on either side of the first two digits after **8010**. Address **8010** presently contains a two digit hexadecimal value. In the blank area at the lower left corner of the screen you will see:

**8010-**

**00-** (The two digit number may not be 00 depending on programs recently run.)

Each digit can be any number between 0 and 9 or the letter A to F. DEBUG uses the dash (–) to ask what this value should be.

The space bar is used in DEBUG to store changes. **ENTER** is only used to leave the Modify mode. Do not press **ENTER** unless specifically told to do so. Type the following line exactly (remember to press the space bar once after each pair of digits):

```
24 F0 42 11 F0 82 01 00 36 ED B0 03 00 00
```

You can now press **ENTER** to leave the Modify mode. Look at the line and compare it to the line above. If you find you've made a mistake, type **M8010** and press the space bar once to re-enter the Modify mode.

Press the space bar until the pair of vertical lines is positioned on either side of the incorrect entry. Type the correct two digits, and press the space bar to store the change. After the changes are made, press **ENTER** to exit the Modify mode at this address. There is one more program left to write.

Type **D82E0** and press the space bar to display the part of memory containing the starting address **82E0**. Type the Modify command: **M82E0** and press the space bar. Here are the new values that must be entered. Remember to press the space bar after each two digits.

```
21 F0 82 11 F0 42 01 00 36 F3 ED B0 C3 F0 42
```

Press **ENTER** to leave the Modify mode. Check the changed lines carefully. If there are any errors, go back to Modify and make any changes. You can press the space bar to skip the correct portions of the line. Press **ENTER** to exit the Modify mode at this section of memory.

You are now finished with DEBUG. While holding down **BREAK**, press the reset button to go to BASIC.

Press **ENTER** to answer the **MEMORY SIZE?** question. At **READY >\_**, type **SYSTEM** **ENTER**. **\*?\_** appears. Type **QUEST** **ENTER**. The Starquest program tape starts to load. After Starquest is loaded, **\*?\_** reappears. Type **/32784** **ENTER**. The computer returns to **DOS READY**.

At **DOS READY**, type the following line exactly, without spaces (except for the two shown):

```
DUMP QUEST/CMD  
(START=X'82E0', END=X'0B900', TRA=X'82E0')
```

and press **ENTER**. The Starquest program is transferred to diskette under the file name QUEST/CMD. To run Starquest, type QUEST **ENTER** at DOS READY.

## Model III

Insert a TRSDOS diskette in Drive 0. Insert the Starquest tape 1500 Baud side) into the cassette recorder and press the REWIND button. Set the volume between 4 and 6 and press the PLAY button. Press the reset button on the computer. TRSDOS Ready appears on the screen. Type TAPE (S=T, D=D) and press **ENTER**. Press **H** in response to the Cass? question.

The screen shows:

```
Device = Tape to Disk
Press ANY key when Cassette ready
```

Press **ENTER**. The recorder starts and in a moment, you see QUEST at the bottom of the screen. The loading \*\* flashes in the upper right corner of the screen. After Starquest is saved to disk, TRSDOS Ready reappears.

Type RELO QUEST/CMD (ADD=82F0) and press **ENTER**. After TRSDOS Ready appears, type LOAD QUEST/CMD and press **ENTER**. After TRSDOS Ready reappears, type DEBUG and press **ENTER**. The screen fills with numbers and letters. From this point on, do not press any key unless you are told specifically to do so.

Press **M**. The program responds with M ADDRESS? =. Type 82E0 and press the space bar once. The M told DEBUG that you wanted to Modify memory, starting at address 82E0. Look at the fourth line from the top of the screen. Notice the solid white block over the first two digits (after 0082E0). Address 82E0 presently contains a two digit hexadecimal value. You are going to change that value and the value of the numbers that follow.

**ENTER** is used to leave the Modify mode. Do not press **ENTER** unless told to do so. Type the following line exactly, without any spaces. (The numbers shown here are separated in groups of four for ease of entry, since that is how they appear on the screen:

```
21F0 8211 F042 0100 36F3 EDB0 C3F042
```

Look at the line and compare it to the line above. If it's correct, you can press **ENTER** to leave the Modify mode. If you find you've made a mistake, you can use the arrow keys to move the white block so that it is covering the incorrect entry. Make any corrections needed. Press **ENTER** to leave the Modify mode.

You are now finished with DEBUG. Press **Q** for Quit to go to TRSDOS Ready.

At TRSDOS Ready, enter the following line exactly without any spaces (except for the two spaces shown):

**DUMP QUEST/CMD (START=82E0,END=0B900,TRA=82E0)**

and press **ENTER**. The Starquest program is now properly moved to diskette under the file name, QUEST/CMD. To run Starquest, type QUEST and press **ENTER** at TRSDOS Ready.



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